

# RATE OF FIRE

The Newsletter of the Paddington Bears ASL Club



Issue 14

## Winter 1999

This newsletter is dedicated to the play of Advanced Squad Leader, and the players and news of the ASL community in Australia.

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I would also encourage players everywhere to take several copies to local game stores to be provided **Free of Charge** to any interested gamers.

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To make a submission, send your piece either by email or by mail me. I will return any item with comments I feel needs more work. Otherwise, I will refer the item to an independent proofreader and reviewer to check that the item is substantially correct and readable. It will then be included in the next appropriate issue.

There is no particular size limit for Rate of Fire, I will issue what I have. Given sufficient submissions, I may make an attempt to do Special interest issues, grouping submissions by subject.

From time to time I will request players to write articles for the newsletter. Please consider these as "my last editorial demand" to paraphrase a famous German leader

**Mark McG (Editor)**

## CONTENTS

Foreword

CANCON 21 - The Director's cut

The Story of Pegasus

Ham and Jam: Pegasus Bridge The Day a Bridge Changed Name

Pegasus Bridge - the new terrain

The lie of the land, the top 10 hexes in Pegasus Bridge by Alan Smee

Official errata and Q&A for Pegasus Bridge From MMP

PB Scenario Review

The Full Monty: Longworth vs. Seage at the Bridge

Pegasus Bridge: Another story Smee vs. Cornwall

Micro-CG: Seizing the Bridge

Obituary - John Howard

Musee des Blindes

## FOREWORD

Welcome to another issue of Rate of Fire,

This issue will be focusing on Pegasus Bridge, 55 years after the Oxs and Bucks boarded their gliders. This is in fact something of a bumper issue.

After the events of the last six months, it would seem that the ASL producing world is more certain, yet somewhat the poorer for the recent passing of Kinetic Energy (of Time on Target fame.) MMP has firmed it's links with Hasbro, and the first MMP products, the ASL Journal #1 and the Action Pack #2 seem to be great successes. The re-release of Doomed Battalions, the final Avalon Hill ASL module is still being anxiously awaited, as is the release of the follow up "Armies of Oblivion", the Axis Minor AFV and Ordnance.

**Mark McGilchrist**  
**Editor**

# DIRECTOR'S REPORT

*From Stephen Mugford*

Many of you will have seen some AARs from CANCON this year. My report is a bit later and perhaps not as engagingly written, but I thought it best to make sure that as many loose ends as possible were tied away.

## Results

1<sup>st</sup> place overall was taken by David Bishop,  
2<sup>nd</sup> by Andrew Rogers  
3<sup>rd</sup> by Alan Smee.

The others who made the final 8  
playoff were Dave Bardi, Jamie Westlake, Gordon  
McClelland, Dave Wilson and Leon Gritter.

Rookie of the Year award went to Jason Dickie, who after  
a few short weeks of serious play was equal best  
performed among the ACT players after 4 rounds and  
ended up well placed in the repechage competition.

The Director's Sportsmanship award went to Dave  
Bardi/Neal Andrews. These 2 sorted out an unfortunate  
glitch in the placings in a very fair minded and generous  
way (Neal giving up his place in the last 8 to Dave) which  
made the last day flow much more smoothly than it might  
have done.

The Players award for 'Best and Fairest' based on a player  
poll went to Tim Reade. A notable feature here was that,  
after a very sportsmanlike and even  
tempered comp, almost every player received at least  
some points in this poll—a credit to everyone involved.

In the repechage competition, final placings for those who  
played in all 7 rounds were:

Paul Haseler (18 pts)  
Dave Banham, Steve Linton, David Hallett (16)  
David Longworth (14)  
Neal Andrews, Simon Mugford, Tim Reade (13)  
Jason Dickie (12)  
Bruce Probst, Peter Raftos, Simon Spinetti (11)  
Neal Moore (10)  
Daniel Harrison (9)  
John Shelton Agar, Richard Weiley (8)  
Bill Brodie (6)

Others who played (some finished after 4 rounds on days  
1 and 2, others filled in places on a casual basis, Eric sat  
out day 3) were:

Mark Bretherton (10 points from 4 rounds)  
Mark McGilchrist (11 from 4)  
Richard Cornwell (9 from 4)  
Les Kramer (7 from 4)  
Eric Topp (10 from 5)  
Scott Byrne (4 from 2)  
Sharon Tein (4 from 1)

The State of Origin went south to Victoria, whose team  
scored best for 'points per player averaged over rounds  
played'.

## Scoring systems—past and future

There has been some discussion of the scoring system  
used. To clear up any confusion, I'll explain exactly what  
was done, then talk about ways it might be improved.

As noted in my pre-comp postings, it can be argued that  
scenarios can have three possible properties (*at least! Ed.*)

1. *they can be novel (most players have not seen or  
played them);*
2. *they can be proven to be balanced (by our  
knowledge of published results, discussion with  
other gamers, etc) and;*
3. *they can have unambiguous victory conditions  
(side X wins if and only if P occurs).*

Scenarios in rounds 1-4 (and 5-7 in the repechage) were  
selected to achieve novelty. This being so, I could not be  
sure that if a clear cut victory condition was used the  
results would prove to be balanced. Instead, I went for  
numerical results that could be scaled to decide levels of  
victory.

As an example—I used a new scenario by Derek Ward  
called "Don Company's Canal". Derek's suggested VC  
was 12 CVPs of Australians on a Bd 11 hill by game end.  
I amended this so that the Australian scored CVPs for  
units on the hill at the end of each game turn, starting on  
turn 6 of the 8 allowed.

Results ranged from 88 points scored to 0 points scored.  
The total of 12 was exceeded in 10 of 15 games with 1  
agreed as a draw in an ambiguous position when time ran  
out and another agreed as a decisive Allied victory, again  
when time ran out. That is, on the original VC, there were  
at least 11 Allied wins. (I take the point that play  
proceeded slightly differently because of the amendment,  
but it is not clear that this would affect overall balance.)

Obviously, 11:3 does not sound 'balanced'. However,  
what actually happened was that, with 15 games, the 6  
highest scoring Allies were awarded wins, the 6 lowest  
were treated as Japanese wins and the middle 3 (including  
the agreed draw) were draws. Further, the highest/lowest  
3 Allied scores were treated as decisive (respectively 4/0  
or 0/4 points) the next 3 either way were marginal (3/1  
and 1/3 points) while draws were scored 2/2. This is  
basically a Bridge scoring system, and following that  
logic, I awarded a bonus to the 'top' scores either way (5/0  
and 0/5).

That is how the system ran. Did it work? I'd say 'yes and  
no'.

Yes, in that it did avoid the problem of lack of balance—

it's a brave person who can come up with an exact and even VC on a few play tests, and unbalanced scenarios can spoil a tournament.

Yes also, in that the scoring system worked smoothly to produce the table of results. On the other hand, there was clearly a problem of not having a clear cut 'end' to a scenario. People had some difficulty playing out final turns of a game that held no real interest, just to score maximum points. This doesn't happen in Bridge—every trick counts and there are only 13 to play out. Also, the bonus point was an unnecessary trimming that really added nothing very useful. It should be deleted without further ado, in my view.

So, could one improve this system?

Well, if you want to use new scenarios and get balance via scoring, the basic logic of comparing scores is sound, I think. (You might not want new scenarios—I'll come back to that in a moment.) What you have to do is find a 'clear cut end' that can also be scored. To take the scenario referred to before, what could have been done is to say "The game ends as soon as the Allied player has 12 CVPs on the hill at the end of any complete game turn." Simple—we know when to stop.

Then you come up with a scoring system that takes into account game turn it happens on, CVPs there at game end, CVPs lost along the way, etc. This allows one to give a decisive win to those "first there with the most (and least losses)", on down to losses to those "there last (or never) with the least (and greatest casualties)". That, I'm confident would give clear scores and avoid a drawn out ending where one bored player chases the only remaining half squad owned by his disheartened opponent, on the grounds that it might count in the scoring.

That said, Paul Haseler and others have made the argument that a national championship should avoid novelty (for its own sake) and rely upon a mix of tried and true scenarios known to go to the wire. These should be scored on a simple win/loss basis, with count back bonuses based upon how you and your opponent fared in previous rounds. (He also suggested that the novelties could feature in other tourneys through the year.) This (apart from bonuses) was what I used in the finals play off, with Broich Bash, Totsugeki and Lost Opportunities for those three rounds. All produced thrilling play off games with tense finishes.

For my money, Paul is right on this and I'd strongly recommend such a method for future Cancons. If we want to use novel scenarios (e.g. at SAGA or Octobear), then the modified method I mention above holds promise.

### ***Reflections of a first time Tournament Director***

I enjoyed the role of directing the comp and, if people wanted, I'd cheerfully do it again. That does not mean I think there were no hitches.

The problem of overtime play still loomed, and while I pressured people to results in morning games, the others went on and on. I should have done what I originally intended and gone home and left people to play into the night, calling through results later. (This would also be easier on a competition with simple win/loss results).

On this topic I must note in passing, however, that some players really do need to think about their play styles. There were games where several pairs had finished and gone off for lunch while others were still on Turn 2. And when a session starts at 9 and games of Lost Opportunities are barely half through by 2:30 pm, something is amiss. This really poses a problem for any director, because overtime morning games delay afternoon ones, and overtime afternoon ones delay the draw for next day. That is, slow play hurts everyone. Any thoughts on how to further deal with this problem would be a very useful discussion topic!!

This brings me to a second problem in Cancon 99. At the end of the 4<sup>th</sup> round, I was pressured to make a draw for day 3. I should have ignored this, gone home and done it that evening. This was doubly the case because one game that was critical to the final 8 was running overtime, and I attempted to get a result out of it—which proved to be a bit unclear.

Instead of going home and waiting for the clear cut result, I gave into the pressure, went for the adjudication, made a hasty calculation on the spot and made an error, with consequent problems for the final draw. This was my responsibility and I got it wrong. You live and learn.

I also learned an interesting thing, linked to the venue. At first, I wasn't too keen on the format of playing among the RPG/CCG hordes in a section of a big hall. Several others weren't keen either at the start and polling around more seemed dissatisfied than otherwise. Only a few liked the idea without reservation, and a couple of those, especially Richard Cornwell, I think, argued that it was a good way to recruit new players. I was very skeptical of that—but boy, was he right and was I wrong!! It turned out we generated a deal of interest and we may have recruited up to 4 new players into our ACT circle—an increase of about 40%! So, I'm a convert, and I think that as we got used to it, the problems seemed to dwindle. I reckon, therefore, that we should stay with the existing deal for Cancon 2000 (—the millennium is almost here!!) whichever weekend they choose next year.

Once again, I mention that I enjoyed the task and would do it again if requested. I think that regular players in NSW and VIC should have a think sooner rather than later about whether they want me or someone else to run it, because if I do, I need to put it in my diary now—I can't let it drift for months.

If I do, I'd prefer the tried and true scenarios with win/loss +bonus scoring system outlined above as suggested by

Paul Haseler. Any views on that? (By the by, what I am not prepared to do, is spend endless hours researching dark corners via the 'Net and play testing stuff' to attempt to get 'little known but balanced' scenarios—I don't have time and I don't have any confidence in getting real balance.)

I'll also be happy to create some new scenarios for other comps if anyone wants, especially if they would like an example from the projected pack "Roads Not Travelled" [working title], which will be based on the alternative chronology of WW2 that some of us here are working on ....

*Stephen Mugford*

*Editorial Note:*

*I think Stephen deserves a hearty congratulations for his efforts with CANCON, and although I know some players had a few complaints with some of the tournament details such as the scoring system, the overall consensus was that the tournament ran smoothly and that with the benefit of the 1999 experience, CANCON will get better and better.*

## The Story of Pegasus

The creation of pegasus, the immortal winged horse was born from the change of the monstrous snake haired woman Medusa, who was killed at the hand of Perseus. Born from the blood of the neck when decapitated, this horrible monster was transformed into the beautiful Pegasus. Admired by the gods, Pegasus was tamed by Bellerophon who rode Pegasus on many adventures. He went on to ride Pegasus into the heavens on a gold bridle, though the mortal was not accepted. The god Zeus sent down a gadfly to sting pegasus, which threw and permanently crippled the mortal Bellerophon and Zeus allowed Pegasus to continue the ascent into the heavens alone. Pegasus remains in the heavens in the form of a constellation which is regarded as one of the finest clusters in the sky. This beautiful transformation depicts the evolution of change, forming the basis of the identity. The beautiful winged horse Pegasus stands for knowledge, eloquence and poetic inspiration.

## Ham and Jam: Pegasus Bridge The Day a Bridge Changed Name by Kevin Pietersen

The Orne River and parallel canal were situated on the eastern most extent of the Normandy landings on the 6th of June, 1944. These bridges were deemed an essential target, so as to secure the left flank of the Sword Beach landing zone. To the east of the river and canal was the Breville highland which overlooked the British force's approach to the strategically important city of Caen. The

British decided that the heights must be captured, therefore the bridges had to be captured intact so that the paratroopers could be supplied and reinforced once they had captured this high area.

The coup de main force were ordered to land by glider, seize both the bridges, and hold them until relieved by the paratroopers or the sealanding forces. Major Howard's airlanding force incorporated 160 volunteers from D Company and two platoons of B Company of the 2nd Oxfordshire and Buckinghamshire Light Infantry, as well as twenty sappers from the 249th Field Company. This was the first force to land on D-Day.

The Ranville and Benouville bridges were defended by approximately fifty men of the German 736th Grenadier Regiment of the 716th Infanterie Division, who were equipped with one 50mm ATG, several LMGs and one AAMG. Most of the defenders were sheltering in trenches, but there was also a concrete bunker near the Benouville bridge. The German troops were a mixture of Poles, Russians and underage Germans led by German NCOs.

**00:16** - One of the two sentries on the bridge, a sixteen old Berliner -- Private Romer -- heard the first of the gliders land within fifty yards of the bridge. He ignored the distraction and continued his pacing, believing the noise to come from debris falling off a damaged allied bomber returning from a bomb run over Caen to the south. Major Howard's glider had landed in the marshy area between the two rivers, coming to a halt in the barbed wire that surrounded the bridge. The two pilots were thrown from the glider and lay unconscious, and Major Howard was momentarily stunned.

Within 8 seconds of landing, Lieutenant Brotheridge and twenty-two of his men had exited the glider and were charging towards the bridge. Corporal Bailey and two men were also charging towards the pillbox that defended the bridge, their job being to silence this point of defense.

The remaining two gliders landed eight seconds behind the first. Lieutenant Wood and his men exited their glider and advanced on the nearside trenches with the aim of clearing these defenses of any opposition.

### HAM: The Capture, 00:18

Private Romer looked to where he heard the other gliders landing and saw a swarm of black-faced troops charging down on the bridge. As he ran away he shouted to a comrade, who took the time to fire a flare as warning to the rest of the defenders. This activity cost him his life, as he was shot down by Lt. Brotheridge. At the same moment Corporal Bailey knocked out the pillbox with several grenades. The Sten gun shots, the flare and the exploding grenades woke the Germans up to the threat that was bearing down on them. The Poles and Russians

realizing the danger started to withdraw, but the German NCOs opened fire with everything they had.

Lt. Brotheridge and his Bren gunner, Private Grey, had made it across the bridge. The lieutenant threw a grenade at the MG post on the far shore, and was killed, yet the grenade destroyed the gun pit. Corporal Parr and another section made it across the bridge, and began to shout the codeword for success, "Ham and Jam".

A German sergeant, named Hickman, who was driving past the bridge, detoured towards it after seeing the gunflashes from his car. He and his four companions crept up on the bridge to see what he said "frightened the daylight out of you". He opened fire with his machine pistol at the British Bren gunner who was reloading at the end of the bridge. The Bren gunner ran into a nearby barn and returned fire. The five Germans soon ran out of bullets and withdrew.

At this time, Lieutenant Smith with an injured knee, crossed over the bridge. As soon as he got to the other side, a German lobbed a grenade at him. He opened fire with his Sten gun and killed the German before he could jump over a wall, whereupon the grenade exploded nearly blowing off his hand. The rest of the British and Germans exchanged several grenades, and the British finally managed to take the bridge. The remaining non-German defenders in the nearby houses aimlessly fired off their bullets and retreated.

**00:21** - The bridge was now cleared, and Lieutenant Wood -- having cleared the trenches on the nearside of the canal -- crossed over to clear the other trenches and took possession of a MG38 and plenty of ammunition. On the way back over the bridge he was wounded by rifle fire.

After this first action, Major Howard was greatly shocked that in 6 minutes he had lost all three of his platoon commanders. The sappers had discovered that the bridge had been readied for demolition, but the fuses had not been connected.

### **JAM: The Counterattack, 01:30**

Over an hour after the British troops had secured the bridge over the canal, two German commanders in Benouville and Le Port decided to counter-attack, though

they knew very little about the situation. The German attackers came from the 1st Panzerpioneer Kompanie and the 2nd Panzerpioneer Kompanie of the 716th Infantry Division. In quality they were far superior to the troops that the British had defeated around the bridge.

The British knew the counter-attack was about to begin when they heard the sound of tank tracks approaching the bridge. The Bren gunner was the first to see the German tanks, the leading one a mere twenty yards from his position. The glider troops opened fire.

Sergeant Thornton possessed the defender's only weapon capable of penetrating the German tank's armour, the one and only undamaged PIAT, but he only had two rounds! The Germans had made one crucial error while under a night attack, they had failed to protect their tanks with infantry. This error allowed Sergeant Thornton to wait until the tanks were right on them before he fired his PIAT. As the tank was turning in front of him he fired.

The PIATs bomb hit the tank directly in the middle. The tank's armour was penetrated, setting off its bullet supply, soon followed by grenades and high explosive shells. The exploding tank lit up the whole battlefield. Disoriented and lost personnel, miles away, saw the flare up which acted as a beacon to the regrouping Allied paratroopers. After the explosions stopped the British could hear screams coming from the nearest tank. One of the British soldiers found a German with his legs blown off. This man turned out to be the commander of the 1st Panzerpioneer Kompanie, who died a few hours later.

The German Lieutenant in charge of the second tank withdrew and the first counter-attack came to an end. He reported to the remaining German commander that the British had a 6-pounder ATG! The Germans decided to wait until dawn to assess the situation before any further action would be taken.

After several additional counter-attacks the weary glider troops handed the bridge over to relieving paratroopers. In honour of these soldiers, the French renamed the bridge after the British Paratrooper's insignia, a Pegasus. D Company continued fighting in Normandy until the 5th of September, by which time they had lost 141 out of their initial strength of 181.

# Pegasus Bridge - new terrain

## THE CANAL (SSR PB4)

- The *Canal de Caen* is treated as a deep river, with a heavy current flowing north.  
The *Canal de Caen* (Pegasus) Bridge may never be destroyed by any means. The bridge artwork in Y20 represents the counter weight on the *Canal de Caen* bridge. It has no function in the game.

## IRRIGATION DITCHES (Q1)

- +1 TEM for Infantry only [EXC: Infantry manning/Manhandling Guns/Boats]
- Infantry may enter an Irrigation Ditch hex at the COT of the other terrain in the hex *or* it may expend that COT and one additional MF. If it only expends the COT of the other terrain to enter an Irrigation Ditch hex, it may (barring other terrain in the hex) be subject to FFMO (or Interdiction in the RtPh) in that hex during that MPH until Pinned.
- If an Infantry unit either starts the phase already in an Irrigation Ditch hex or it expends the additional 1 MF when entering the hex, it is considered to be taking cover in an Irrigation Ditch and may claim the conditional +1 TEM (thereby avoiding any FFMO penalties).
- Gliders landing in an Irrigation Ditch hex must add a +1 drm to their Crash dr (E8.23).
- Entrenchments cannot be placed in an Irrigation Ditch hex.
- The Kindling/Spread numbers of other terrain in an Irrigation Ditch hex are reduced by two.

## PARTIAL ORCHARD (Q2)

- Partial Orchards (EX: U21) allow for tree-lined roads (akin to B14.6) to exist, but with the trees on only one side of the road. Any whole hex containing only two round, green orchard symbols is a Partial Orchard hex.
- The orchard obstacle/hindrane of a Partial Orchard hex is NOT Inherent Terrain.
- A Partial Orchard's effect on LOS/LOF is determined by which of the Partial Orchard's hexsides/vertices are crossed by that LOS/LOF.
- The three contiguous hexsides closest to the hex's orchard symbols (including the two vertices joining them together) are termed Orchard Hexsides; the three hexsides farthest from the hex's orchard symbols (including their four vertices) are termed Open Ground Hexsides.
- Imagine this as a hedge running along these hexsides, except the Hedge is an orchard. Only units and fire actually crossing (not running along) the Orchard hexsides is effected
- The orchard obstacle/hindrane in them is treated as Inherent Terrain for LOS *along* a hexside that is common to two Partial Orchard hexsides for **both** of those Partial Orchard hexes.
- OBA, Residual FP and TPBF are resolved as though any target was entering an Open Ground hex regardless of hexside crossed].
- AFV Riders may only enter/exit a Partial Orchard hex across an Open Ground hexside (D6.2 -.21).
- Partial Orchard hexes are not considered Concealment Terrain for any purpose.
- A glider landing in a Partial Orchard hex receives a +1 Crash drm, but only if landing across in Orchard hexside.

## IRRIGATION-DITCH PARTIAL-ORCHARD HEX (Q5.2)

- A unit that enters an irrigation ditch across an orchard hexside (EX: PP16-QQ17) and that pays the additional MF to claim the conditional +1 TEM expends 2 MF to do so.
- A fully-tracked vehicle entering an irrigation ditch across a non-road orchard hexside pays 3 MP (4 MP for a half-track).

## STREAM-PARTIAL-ORCHARD HEX (Q5.3)

- A unit enters a stream-partial-orchard hex (EX: P17) across a stream hexside at the normal stream cost.

- If entering across an orchard hexside, movement costs are cumulative (e.g., 4 MF to enter a shallow stream-partial-orchard hex). Across the OG side it is as per the Stream only.
- All rules for Crest Status (B20.9) apply in a stream-partial-orchard hex [EXC: Good Order Infantry may gain Crest status in such an Accessible hex, along the non-stream partial-orchard hexside they cross, at a cost of 2 MF].
- The orchard terrain rises, (to its normal height) from the Crest level of - not from IN - the stream hex.

## BUILDING-ORCHARDS(Q5.4)

- The entry COT for Infantry is 3 MF and that for vehicles is 1 MP Plus normal building COT.
- Units may bypass the building through the orchard portion of the building-orchard hex and in such case would not be Subject to FFMO.
- A LOS *through* the orchard portion of the hex is subject to the normal orchard LOS rules (B14.2-.21).
- The TEM of a building-orchard hex is according to the type of building in the hex.

## BUILDING-ROAD (Q5.5)

- Hexes W18 and X18 are unique in that each contains a building with a road running *through* the hex.
- The building is treated as a normal single-story house and the road is treated as a Narrow Street that runs along hexsides X18-X19 and W18-W19.
- The TCA change restrictions of 4.121-.122 do not apply; instead, a vehicle using VBM along these Narrow Street hexsides may never have its own hex within its TCA.
- LOS to unit, on the road is always traced to its center dot for as per A4.132, not to its vertex, although the building depiction *can* block such LOS. Vehicles move directly from hexside X18-X19 to hex PBY18 (and vice versa) and from hexside X18-X19 to hexside W18-W19 (and vice versa)].

## TOWERS (Q6)

- Towers represent tall, narrow building-like structures that contain an upper level Location with no ground level Tower Location. Towers are represented by an obviously round, single-hex structure containing a white, square stairwell symbol
- . A Tower (but not the ground level Location of its hex) is treated as a wooden building unless otherwise stated.
- Hex C9 contains a Tower Obstacle (*Château d'Eau*; with a Tower Location two Levels above ground level; the Tower Obstacle height is 2 1/2 Levels.
- The stacking capacity of a Tower hex's ground level Location is unaffected by the presence of the Tower. A Tower Location has a normal stacking limit of one HS-equivalent and 5PP.
- Towers have no Rooftop Locations and may never be fortified.
- A unit at the ground-level Location of a Tower hex is considered to be occupying the other terrain in that hex and so uses the TEM of that other terrain.
- A Tower Location has a TEM of 0, although units therein are eligible for the +1 Height Advantage TEM. Units entering a Tower hex/Location are never subject to FFMO.
- Locations of a Tower that are in a woods hex are subject to Air Burst TEM only if those Locations are not higher than the top-most Level of those Woods.
- The cost for Infantry to enter the ground level of a Tower hex is 3 MF. A Gun may neither set up in nor enter, nor may a dm 76-82mm mortar be assembled in a Tower hex/Location.
- Vehicles must use VBM to enter a Tower hex. Fully-tracked, BU, CT, AFV may also enter the Tower obstacle as per B23.41 [EXC: a Tower has no cellar and adds an extra -1 drm to the colored dr of the AFV's Bog Check as though the tower was a single story building].
- Infantry may move to/from a Tower Location via the Tower's stairwell or by Scaling. Movement along a stairwell costs 1 MF per Level. A unit may never end its MPh in an intermediate stairwell Location (i.e., it must end its MPh either in the Tower Location or in the Tower Hex's ground level Location).
- Infantry moving to/from a Tower Location via the Tower's stairwell may be attacked at ground level (if descending) and/or the Tower Location (if ascending) in the normal manner. If there is a second-level Location, however, they may also be attacked at the first-level "quasi-Location" of that hex by a unit that has a LOS to that quasi-Location. Such a quasi-Location is not considered Open ground, but such an attack versus it receives no TEM. The target is assumed to expend one MF per level changed: if pinned or broken while at that



quasi-Location it reverts to the level it was attempting to *leave* (and may be attacked by any Residual FP at that level as it re-enters it). The Residual FP left by all attack versus such a quasi-Location remains at that level (place the Residual FP counter on the appropriate Level counter) to attack each unit subsequently entering that level in that hex during the same MPh.

- The other terrain in a Tower hex determines whether or not the ground-level Location of that hex is Concealment Terrain.
- A Tower Location is treated as a building Rooftop for HIP/concealment purposes (only).
- A Tower hex/Location is not considered a building for rout purposes.
- The ground level Location of a Tower hex is not considered a building Location for Victory purposes, but any Tower Location is.

## The lie of the land, the top 10 hexes in Pegasus Bridge

*by Alan Smee*

One of the most important things in a campaign is to examine the map and the lie of the land. The following guide details what I regard as some of the more vital hexes in the campaign. Note that I haven't noted the hexes which are obviously important, such as the Caf (X18), but rather those whose importance only reveals themselves during playing. Anyway, here is my top 10:

1. E16, 2<sup>nd</sup>: Occupation of this hex by a conscript HS can make rout difficult in Le Port.
2. I16, H16: These hexes are very handy for the German player as the slope hexsides mean that there is an unhindered LOS from here into much of the V15 grain 11 hexes plus distant. This makes these locations a prime place to place those German mortars with a range of 13 hexes.
3. X12 This hex is important as a unit in this hex has a LOS to much of the road. The British player should therefore **not** dig a foxhole here.
4. Z13 The importance of this hex is reasonably obvious for tactical reasons. It is also important however as loss of this hex to the Germans may lead to the British perimeter being split into two parts if foxholes are not dug in CC15 or EE15.
5. GG4 Capture of this hex is likely to divide the German forces into two groups and force the German player to spend extra reinforcement points entering at KK1 if he wishes to reinforce Le Port.
6. GG9 1<sup>st</sup>: This is a brilliant defensive location for the British to place any captured MGs. It both enfilades the hexrow from S16 to X13, making German advance difficult against British positions here. It also makes advance by German units out of the CC5 woods difficult. The 1<sup>st</sup> level of HH9 is almost as good, although it is somewhat blocked by Z13.
7. GG13: This hex has quite a good LOS towards W8 to W11 by virtue of the slope hexside.
8. HH11, II11: These hexes are the only covered approach through Le Port and should be heavily defended by the Germans in the initial scenarios. The British will want to minimise losses due to failure to rout, K's and KIA's, and will therefore want to attack through these buildings.
9. OO7: This has an excellent LOS right down to II14, slowing British lateral movement.
10. PP10, RR10: Occupation of these hexes by the Germans will make entry of the commandos difficult, if not impossible. They are less important for the final scenario, as British armor support will make things difficult for any Germans here.

# Official errata and Q&A for Pegasus Bridge From MMP

## Errata

- **Q6.1:** Hex C9 should have a square, white staircase symbol indicating it is a Tower.
- **Q8.2 ILLUSTRATION:** Under squad E, add "A," between "except" and "B".
- **Q9.4 CGSSR4a:** Add "Treat the three German setup areas separately for purposes of E1.2 and A2.9.".
- **Q9.61741 CPP ENTRY COST TABLE:** Delete the entry for hex A15 and change hex A8 to A7.
- **MAP:** Change the grid coordinate for the hex between KK10 and KK12 from "KK10" to "KK11"; change the second "10" to an "11" in hexrows II and MM also.

## Q&A

- **Q9.1:** Does the German control all Strategic Locations at game start.  
**A.** Yes.
- **PBSSR14:** Do the Ox and Bucks suffer an automatic Sniper attack (E1.76) when using a captured MG at night?  
**A.** No.
- **MAP:** What level is hex Z8 at?  
**A.** Level -1.

## PEGASUS BRIDGE SCENARIOS IN REVIEW

<sup>†</sup> ROAR Rating taken 28<sup>th</sup> May, 1999

### Ham and Bloody Jam [PB1]

ROAR Rating<sup>†</sup>: British 14 German 5

A tough one for the Germans, and their defense setup is key to any victory for them in this scenario. Obviously, the British must overcome this defense, and at speed, so what the Germans should do is what the British must defeat.

The first thing to point out is that the 3 Trenches around X16 will do absolutely no good in this scenario. The Brits need only control the 2 hexes of the bridge and the 6 adjacent hexes, and make a successful Clearance attempt.

There are really only two things that can stop the British in this scenario. One is a bad crash landing, which can cripple the British force. The second is the Bridge itself, or rather the need to control the Bridge in 6 turns. Used together, these two aspects may be enough to hold up the British long enough to win.

1. Planning the crash. Forget about Anti-Aircraft Fire, it isn't TPBF. The only thing to hope for is trying to crash a glider, or force landings further away. There is a 1 in 6 chance the glider will land out of it's ILH. (See PB20, a +1 drm on the colored die of the Landing DR). This makes Y23, AA22, X22 & W22 a little bit hazardous, since on overshoot or undershoot may land the glider in a pond, utterly destroying it (E8.232).

The other possibility is using the Fortifications to add a +1 Crash drm to certain hexes. Only the Wire and Trenches give the +1 drm, but coupled with the general +1 Night landing drm on the Crash dr, it may make the Brits think twice. Good hexes to stick a Trench or Wire are Z21, AA21, X21, X20, W21

and X22. Personally, I favour the Trenches in X20, Z21 and AA21, with the Wire in W21, X21 and X22. Nothing can be done about landing in Y21, Y22 or Y23 except hoping for an overshoot or undershoot. This entire Crash planning relies upon increasing the risk, and the Brits rolling badly. It probably won't work, but on the other hand, the fortifications are not otherwise that useful. What it may do is make a cautious Briton land further back, and waste a turn approaching the bridge

2. Delaying crossing. I wish I could say this relied upon a networked defense, but it doesn't. It relies upon meat. The German defense should seek to put sacrifice units in Y18-Y21. Even broken HS will still block British movement across the bridge. 1 squad and 2 HS should set up in the Trenches, ready to line up along the bridge to slow down the British meat chopper. Don't shoot, stay concealed if possible, don't get into CC. These are human speed bumps (*or as human as German cardboard conscripts can be*). All the dummies on the East side as well. May confuse the Brits into wasting a little time on them.

The other 3 squads, the two leaders and all MGs on the west bank. The MMG in Z17, awaiting the arrival of the 8-1 and his Fallschirmjäger. A HIP squad in X18 may provide that helpful encircling fire. If possible, a squad with an LMG moves to Y18 to lay a firelane, and provide the final speed bump.

The British basically have to land (a dicefest that can potentially go very wrong), and then kill everything in sight, cross the bridge ASAP, and again kill every thing in sight, or at least in those vital 3 hexes. Getting through Y18 is the major problem, so I would tend to use the three 6-4-8, the three LMG and the 9-2 as a firebase, and the rest as assault troops. Definitely recon the Cafe fire if it appears empty. Rely upon the night, your leadership and morale to take chances to cross the bridge quickly, since this cuts back the speed bump problem. Time is the critical problem, and the Brits must be in Y19 in strength by the end of Turn 5 to stand a good chance. Turn 1 is the landing, Turn 2 is closing with the eastern defenses, and the eastern bank should be German free by the end of Turn 3. If a unit can cross to Y19 by Turn 3, then things are going well. Turn 4 & 5 involve reducing the western defenses, and if possible breaching Y18. Turn 6 must breach Y18, and advance to control Z18 and X18. Z17 is irrelevant except for the firepower it can place on Y18.

## Howard's Men [PB2]

ROAR Rating<sup>†</sup>: British 5 German 4

Personally my favourite, and one of the best balanced scenarios too! The Germans marching down the road, when the lead tank bursts into flame. British Oxs and Bucks scattered through the defenses, and only a single PIAT to fend off the French tanks in German colours!

Things to watch for in this scenario include the 2 hex illuminated zone around the burning tank(s), and the blind zones associated with that. (eg. At start, AA15 is not illuminated, it is a blind hex to Y14). The Brits get HIP for 2 squad equivalents, and 8 dummy counters. The Germans get 6 Panzerfausts, useful against buildings. Limited starshells (PB19), and the Illumination rounds from the British 2" Airborne mortar. Also, the British are Oxs and Bucks, so PB14 applies.

The VC are important here, since the British must leave at least 2 GO MMC within 3 hexes of Y19. The embarrassment of losing because a sniper broke your lone MMC sentry while you are off kicking German butt would be too much. Deploying the 4-5-8 east of the canal at start, and using one HS to fire the mortar and the other to guard the bridge at Z20 is probably the safest solution.

Similarly, for the Germans, the tanks don't matter a damn (see PB16 for no voluntary abandonment!). So attempting to rubble buildings, lock up infantry fire and used up close to the enemy is no real problem. If they die, so what, did they kill any Brits?

With 7 turns, the Germans need only press resolutely forward at a pace of one hex per turn to meet the second part of the Victory Conditions. The British can hardly afford to fall back, and must form a strong line from Z15, AA16, AA17 and BB17. There is also the possibility the Germans will swing wide towards the schoolhouse and loop in towards the bridge. Controlling Z13 at the start is therefore quite vital to slow this movement, even though this is probably a sacrifice defense. Bringing in the W12 area setup units to Z13 may allow the PIAT to escape, whilst the X18 area setup units can use the delay to rush to defend the Schoolhouse.

The onus seems to be on the British in this scenario, but Airborne troops in stone houses are hard to beat. Weight of numbers, the close support of the tanks and a flexible attack strategy to take any British weakness offered will get the Germans home. It would seem very unfortunate if the Germans ever won on the first part of the Victory Conditions, but a reasonable chance for the second part.

## **Piecemeal [PB3]**

ROAR Rating<sup>†</sup>: British 12 German 12

Another well balanced scenario. This is a classic bottleneck and slow retreat defense. The onus is on the British to slow up the Germans without being killed in the process. The British must play quite conservatively in this scenario, or be wrapped up in CC. German losses are irrelevant if they kill all the Red Berets. Failure to rout is the worst loss the British can make.

The German FlaK trucks virtually have to enter on/adjacent G8 to be any use, and can't cross walls or hedges. So for the vulnerable trucks a Turn 2 or later entry might be the ticket. I8 must be the ideal PIAT spot, but very obvious, so J7 may be better. Expect a stand off between the I6 & I8 units and the FlaK truck entry.

Against the infantry, I14 and I10 are two significant defensive sites, with I6, I8 and I11 & I12 good spots to contain the initial rush. Moving back through the village, L12 and M12 are choke points, and N11 and O12 are difficult terrain to assault (with some good LOSs from the 1<sup>st</sup> Floors).

Beyond row O is the final defense area, and this just depends upon putting fire onto Germans, and possibly laying firelanes. P11 lays a good firelane to the west. A rush to Q16 or R15 may stop that flight offboard along the canal towpath.

The Germans have numerous options, but generally they have two main options to consider. The first is frontal assault, the second is a flank run. Somewhere in an infinite combination of the two is probably the ideal.

The frontal assault option basically seeks to pin the British to their positions, encircle and destroy them. This is no headlong lunge, but rather a gradual maneuver of British units out of position, since they can ill afford losses. As the western flank is cleared, the FlaK trucks can be safely brought on, and add their long range firepower. However, at some point push must come to shove, so if the British are making good a slow retirement past row L without significant loss, then the flank run maneuver must be attempted.

The Germans must press forward at a rapid clip, a game average of 2 hexes per turn through stone buildings. British long range firepower is weak, so the eastern or longer western flank run maneuver may work, but needs to move quickly to outrun the British defenders moving back through the village to intercept it. This strategy also makes it unlikely the 12 CVP cap on the British will come into effect, so the Brits will be less cautious.

## **Killeen's Red [PB4]**

ROAR Rating<sup>†</sup>: British 20 German 8

The German's must defend Le Port from a British attack. The small number of pieces means that this one can be decided by a bad DR, so really the best advice for both sides is don't stack, minimise the effects on your units, and maximise it on your opponent's.

In terms of a German defensive strategy, buildings FF11, GG13, HH14 and JJ16 seem the most key, offering a frontline of defense in stone buildings against lesser TEM.

The alternative is to leave dummies in the south-eastern block, essentially giving it away, and to defend the crossroads. HIP units in MM15 and GG9 may go undetected, and provide a needed distraction to the British end game by emerging in German Turn 4 to recapture some buildings behind the British main thrust.

Another key defensive site is HH11, which guards the only covered route to the west end of town, plus a LOS to the crossroads.

However, the guts of the matter is that the British have the initiative, the morale and the firepower, so that the Germans can do little except fight a delaying action. Any attempt to make a stand except in the last turn will be disaster for the Germans, since they are likely to be destroyed without loss.

For the British, little needs to be said. Remember to conceal your units after setup if outside German LOS. Since this is simple to do in the blind zone behind the woods, it is easy to press through the woods and onto the south-eastern block. This accounts for 9 locations. If the Germans can be destroyed, or broken and pursued in this early encounter, the game will probably fall to the British.

The main enemy of the British is time, so once in the stone buildings, the British need to press forwards quickly, sweep all locations for HIPsters, and maybe deploy a squad to defend their flanks against unexpected HIP squads until the HIP units are accounted for.

## **Taylor Made Defense [PB5]**

ROAR Rating<sup>†</sup>: British 10 German 16

This scenario struck me as similar to Piecemeal, but the more confined play area means that it a straight up village fight. Basically the Germans have to take the Benouville buildings.

However, this time the vehicles count! Lose 3 AFV and it is all over for the Germans. Therefore, caution is the order of the day for the German tanks and the Marder. Careful manouever outside PIAT range for the tanks, and outside normal range for the Marder should see them safely through. The ideal for the Germans is to break through on the western flank and to have a tank far in the British rear.

For the British, life is much tougher. The walking wounded slow things down, making it difficult to skulk effectively, and there is really very little ground to give. Worse still, the Germans virtually setup on top of the Paras, so the Brits really have to just grit their teeth and take it. On the bright side, PIATs can be used by SMC, so the hero and the 8-0 can move quickly to bring these weapons to bear on any tanks so rash as to approach too close.

Overall, it looks like a tough one for the Brits, but obviously not impossible.

## **It's About Time [PB6]**

ROAR Rating<sup>†</sup>: British 2 German 2

A monster scenario. Simply put, there are far to many variables here to look at specifics, but there are some general tactical considerations.

For the Germans, they are divided into two groups, the Le Port garrison, and the Benouville garrison. The Le Port garrison is mostly likely a complete loss. The British relief force is likely to overwhelm them, and really it is just a matter of how much time can be wasted in rooting out the last Germans. Setting up a few 5/8" vehicle dummies may waste a bit of time as the British vehicles manouever around them. The two SPW S307(f)s may as well set up in stone buildings, since being hard to hit is the only protection they are likely to get. Some of the more useless infantry could flee to the woods around BB1, to play hide and seek.

The Benouville garrison are the game winners, and for that reason I'd put the better armour with them. The long 75s are probably better off up the slopes around P4 & H16. Disperse the infantry from the Ch  au to the I1 area, with enough in the village to keep the British L to W force away. Long range firepower from this force may slow the British attackers down, and then the game of hide and seek in the twilight may win the game. Try and keep at least one MMC in C4 and around B10, since these are hard to hit.

For the British, time and force allocation is the essence. Eliminating the Le Port garrison is not enough, and the main danger is the Benouville garrison. Therefore, the main thrust must be towards rapidly closing with

both garrisons, and their eventual disposal. The Le Port garrison is the weaker and most immediate, and although the British Airbourne in Le Port are not sufficient, coupled with the TT12 entry forces, they should easily overcome the Le Port garrison in 6-8 turns. They will then have to rush to the south to join the battle there. The L to W British force is woefully inadequate to reduce the Benouville garrison, or indeed even holding the ground they have. An initial defensive set up to hold the ground, coupled with the immediate commitment of both the Oxs and Bucks force, and the TT16 relief column should turn this around. The British need to think hard about their sweep through Benouville, from east to west, of north to south.

## **Lovat First Sight [MMP3]**

ROAR Rating<sup>†</sup>: British 0 German 0

Another monster scenario, this one was a late comer to the module and not widely distributed. This scenario features the march of Lord Lovat's Commandos, and the victory conditions reflect their need to exit to the east.

This one looks like an all out German attack, since the German force is completely expendable, and the Germans win in two ways, preventing the exit of 25 CVP of Commandos who must move quickly to exit in 7 turns, or but amassing 24 CVP.

Obviously the place for the Germans to attack is the bridge, but they need to fight their way past the Airborne blocking forces, which is where the wily British players will hold their own.

The advantage the British do have is that the Germans must set up first, so the British defensive lines are easier to setup. Major Taylor's men between hexrows N and W will bear the brunt of the attack by the Panzerpionier Kompanie 1, so it is probably worth sending a few Oxs and Bucks to reinforce them. The British AT Gun is to keep the German AFV out of LOS to the bridge from the south western bank.

The draw card for the British is the excellent Airborne and Commando troops that should outfight any infantry the Germans throw at them. Lovat and the Commandos really can't afford to stop and fight, and the best British chance is to arrive at the bridge as quickly as possible and assault move and advance across the bridge.

For the Germans, the weird AFV are a novelty, including the Mortar carriers {the mSPW S307 (f)} that correctly placed can straddle the bridge in a mini-barrage. Knowing that no Germans need survive, the German attack can be pressed home with the utmost vigour.

Ultimately, I suspect the scenario will come down to Lovat's men racing across the bridge under German long range fire. There is very little the British can do about an MMG up in the Ch<sup>2</sup>au de Benouville. In the German last turns, the Germans try and get everything within LOS of the bridge if the CVP cap can't be reached, hoping for some lucky results against Lovat's move across the bridge. The only question is why have a German Turn 7?

## **PEGASUS BRIDGE CAMPAIGNS**

### **Coup de main [PB-I]**

ROAR Rating<sup>†</sup>: British 5 German 3

### **Hold Until Relieved [PB-II]**

ROAR Rating<sup>†</sup>: British 2 German 1

# PEGASUS BRIDGE:

## THE FULL MONTY

### COMENTARY

**British:** David Longworth

**German:** *Paul Seage*

**Editor:** Mark McGilchrist

### General

This campaign is Seagey's chance for revenge after the hard days of Hubertus. He has a significant advantage in that he has just played it whereas I haven't, but he offered to take the Germans as he took the British last time. As the game seems fairly even from the opinions floating round, I accept.

Having no experience of this CG apart from one small scenario, I am not sure what to expect. My overall plan is to surge across the bridge and, if possible, focus the attack into Le Port as it is closer, helps clear the way for the commandos on Day II, and allows the possibility of negating his sniper bonus, which could prove very costly over a long campaign.

This campaign is going to be very much one of attrition, pitting lesser numbers of high quality Brits against a mass of 1<sup>st</sup> and 2<sup>nd</sup> line Germans. The imperative is to hold the bridge and the area around it until the reinforcements arrive at dusk. Since the British have to hold for four CG dates virtually without reinforcement, force preservation will be a very high priority.

As this is being written some time after the initial turns, my descriptions of the night dates will of necessity be brief.

*As David has mentioned this will be my second game of the long campaign. I had played it once before as the British (my opponent surrendering at the end of Night III with virtually no units left and with me in total control of Le Port). This time in it's a home game for me which means in those long and lonely nights between sessions I can pore over the map (or I could if I climbed on top of the wardrobe) and plot and plan the most fiendish traps. {Having seen Paul sit or rather squat of various chairs, I find it easy to visualize him crouched on top of a wardrobe like a modern gargyle. Ed.}*

*I agree with David's comments regarding strategy except I feel the British must not only control the Bridge and areas around it but also secure their flanks through the control of either Le Port (preferably) or Benouville. Inflicting significant casualties through the Night scenarios should also be a priority to delay the powerful German counter attack until Day 1 rather than Dawn.*

### NIGHT I

The object of this turn is to get across the bridge, beat up the bridge guards, and seize the Café and the 'Z' row of buildings without losing too many guys. Since it is night, I won't have much idea of his defense. I assume, however, that he will split his defense to avoid any quick breakthrough over the bridge.

The game starts less than optimally when Seage rolls up two officers (normal allotment one) for the bridge guards and also gets his MMG (requiring a 1 or 2).

The landing goes well as the gliders touch down safely and disgorge the angry Ox and Bucks onto French soil. The invasion has begun! It appears after the first two turns that the only unit on the east side of the canal is the AT gun (easily overwhelmed). Time to head across the bridge.

Unfortunately this makes the defense very tough. It unfolds that he has a squad in the buildings on each side of the exit hex and trenches with troops in X15 and X16. Any attempt to exit the bridge results in multiple attacks and encircling

fire, and with two officers he has a great chance of getting at least one starshell per MPh. Over the next couple of turns I manage to chase off the squad in the Café. Eventually he fails both his starshell rolls and I am able to force my way off the bridge. However, I can only get to Z15 before the game ends. The main loss is the 9-2, cut down in his prime by a boxcars on an NMC. MMC losses are minimal.

*I agree wholeheartedly with David's stated objectives except that he must also ensure that his troops are not isolated so reinforcements can set up on the right side of the river. My objectives therefore are to prevent this. The west bank defense is now pretty standard using the grain, trench and wire hedgehog to exert control on the critical bridge exit hex squandering nothing except the mandated anti-tank gun on the other bank. The MMG sets up in the steeple by itself so the entering reinforcements can grab it and hopefully interdict the bridge from afar. A bit sleazy I know but bear in mind I'm playing David.*

*This actually supports another key part of my plan which is to ensure at all cost that the Brits don't get hold of any of my support weapons to use against me. Range is one of the few weaknesses of the Pommy airborne troops and with the special talents of Ox & Bucks and fine British leadership a German MMG in the wrong hands could be nasty. After much pondering and study I am really at a loss to develop a better defense than this standard and if I played again would use it and expect my opponents to as well. The details will of course vary from game to game depending on what the Germans roll up. During play the 2 German leaders ( a 6+1 and an 8-0) really helped due to the extra Starshell chances but I feel David was still a little too cautious in his approach any British double-break losses at this stage will still come back as Walking Wounded and this is an extra life that must be used. Losses on both sides were low due to David's cowardly approach.*

*Key Position:- Trench, Wire combo in X16 boys in the trench are out of LOS from the bridge but control the bridge exit hex. {Likely to become the standard German defense for this initial scenario I suspect. Ed.}*

## NIGHT II

This turn will bring on the German counterattack of men and tanks from Le Port. Due to the German trench in X16 making the bridge exit hex T18 No Mans Land, all of my troops are Isolated (in the ASL as well as the literal sense). The reinforcing squads are forced to set up on the far side of the canal. *{A fine start for the Germans and a tour de force for the X16 trench defense. Ed.}*

I set up men on both sides of the road with the majority in the 'Z' row of buildings. Hopefully I will be able to drive off the guys on the hill in the trenches and secure this area, but the main idea is to hold off the attack.

In the event the whole thing passes off fairly uneventfully. He doesn't really press the attack very hard, no doubt in order to stop his men being shattered at close range and losing Le Port in the ensuing counterattack. I am forced to retreat one hex in row Z but nothing more. His troops on the hill play hide and seek, so I am unable to drive them off. My main losses are of equipment, with several precious SW being lost due mostly to the ammo shortage. His losses are fairly light too - almost nil.

The scenario ends early again. The situation is not good as he still has most of his troops, still holds his trenches in W16/X15/X16, and still has a strong foothold in the row Z buildings. My troops are still isolated, which means my men arriving next turn will once more have to force their way across the bridge. And he has dug foxholes around the X10/BB9 area to join up his set up areas into one big area giving him more flexibility. I better hope that the final night turn goes for a long time.

*Attack? No! A German attack now is a mugs game. The Germans are not strong enough to throw the Poms out of the buildings so the German goal should be to keep the pressure up and ensure once again that the British remain isolated. Especially important now as the Night III reinforcements will have to come across the bridge (probably under fire) and this steals a turn or two for the German defense to relax a little. In this scenario I deliberately did not expose the French tanks. These little beauties are hapless at night and of little value. During the day however never a finer rout cutter has been designed! Wait and see.*

*As mentioned the Scenario passed relatively peacefully with me concentrating on getting optimum set up areas for later campaign dates by digging graves (foxholes).*



*Key position:- Set up the MMG and a squad in Y8 under a tank to enable foxhole construction and a nasty firelane down the bridge. {All is quiet, too quiet! Ed.}*

### NIGHT III

The object this time is of necessity limited due to poor progress. As all my new guys have to set up on the far side of the bridge the attack won't really develop for a couple of turns. No doubt Paul will have fire lanes MGs set up to sweep the bridge, while I will still have to dig him out of the trenches and the last of the row Z buildings. Again I will have to balance speed versus losses. Frankly, unless the game goes a few turns (like 8) I will not be able to make it to Le Port.

The set up is simple – most of the guys north of the road with the reinforcements in a conga line down the road. Due to the night it is difficult to see what Paul has done, but he has defended all the areas as expected. Due to his light losses, all troops being mobilised and having one large set up area, he has total flexibility.

As it transpires, he has two MMGs in a foxhole in Y8, thus allowing the positioning of two 2FP fire lanes down the road and onto the bridge each MPh. In addition, there are two tanks positioned in S18 and EE18, allowing him to place encircling fire onto Y18 every MPh. With his surfeit of officers, he is able to place starshells every MPh as well; the defense is very strong. My guys have to move through the two fire lanes and then are encircled as soon as they leave the bridge. It's a whole new world of hurt!

As a result, the attack is very slow to develop. I am gradually able to move troops off the bridge and into the Café. Once off the bridge I am relatively safe but the night penalties make moving up row Z fairly slow and tedious. I am able to finally break the guys in the trenches, drive them out and capture them (the trenches) and also clear the Z row. Along the riverbank I dig some foxholes in play around DD17 area to extend the perimeter towards Le Port. One incident of note is when a stack of 3 German squads HIP in Y14 (*actually it was 2 squads in Y15 and 1 in Y14*) emerges and advance into CC with the 10-2 and a couple of squads in Z14, ambushing me! Luckily he rolls a 12 and I am able to escape. The game then ends early AGAIN! This must be a real short night or something. The two night dates when I needed a reasonable duration – I and III – have both ended prematurely.

Overall I have a fair few troops (about 25 squads) but limited territory in a radius of 5-6 hexes around the bridge. He gets his first reinforcements next turn so there won't be too much advancing, but I still want to get into Le Port and the Schoolhouse area if possible to extend the defensive zone a bit. With the coming of the dawn starts the long day.

*This is the big one. Night III I think is the critical date and the campaign can be won or lost here. With the British still isolated his 18 reinforcements have to come over the bridge and he has to set up his on map troops first. A big plus! David describes my set up accurately however a surfeit of officers is little more than a couple of 8-0's and a 6+1. The German really struggles with leadership until the Grenadiers arrive and there isn't enough to go round to ensure adequate starshell coverage let alone to direct some MMGs effectively. The firelanes down the bridge are fairly obvious but really weren't that dangerous. David's fear of them stopped his troops more than the 2 factor attacks. Overall David's attack was very cautious. The British must RUN across the Bridge given he had already conceded a turn or two by having to set up the wrong side of the canal. 8 morale troops with a second life must give it a shot.*

*David recounts my tale of woe with the 3 HIP guys who looked like they were going to bag the 10-2 but my other Hippy also had a tale to tell. He was hidden in the DD15 irrigation ditch and joyously spotted a 6-4-8 moving through the adjacent stream. 8-1 2MC and he rolls a snakies and up pops a hero. Never mind. 4-1 follow up, 1MC, snakies again and suddenly I'm facing a 6-4-8 and 2 Heroes which promptly dispatched me! So much for a skilful ambush. This is a critical date for the Brits and they want it to last as long as possible. David got a toehold on the northern part of the river bank but did not achieve enough. British losses were low again but given that he had still not penetrated Le Port was going to matter diddly-squat as he was the one now going to put under pressure.*

*Key Position:- HIPing a guy in the middle of the road is a nice surprise and if you are thinking of attacking Z15 by CC works well because he will be CX (most likely) and you won't. In addition this hex is likely to be used as a rally base which will make it a very fat target indeed.*

## DAWN

The day dawns bright and clear; the hardest days always start like that. I spend my FPs on foxholes, which I place in the cornfield (V15/W15/X14) and along the canal banks to provide jump off points and extend the perimeter. I place troops in both the cornfield and on the northern side of the road. This date, I want to capture the Schoolhouse-Town Hall area, clear the Z row buildings, and try and push into Le Port. He appears to have set up a fairly strong defense in Le Port, less so to the south.

Things go well initially, as he hasn't really tried to hold onto the Z row buildings, so I am able to finally clear them – 3 dates after I could have! In the cornfield, I am able to break his guys in the schoolhouse and chase them off with a couple of good rolls. His reinforcements come running on madly from the A7 entry area as expected – no need for Seage to waste points on advanced entry areas at this stage. Interestingly, he appears to have bought all infantry. Assuming that he has bought one company and two platoons, he must have a total of about 45 squads! Mmmmm.....donuts.

In the north, I try and push towards Le Port. It's tough, partly because the woods line is heavily defended, and partly because there is a nasty MMG position in W9 which can enfilade any attempt to cross the ground in front of the woods. It's slow and difficult as I am forced to use the gully to move forward in cover. Eventually I am able to force a passage into the woods around EE14/FF14 and Seage pulls back rather than risk being shattered. I move in several squads around HH14, which I am able to capture. Unfortunately, Seage shatters most of the guys with heavy point blank fire and then ends the game, so I am left with one isolated squad in HH14.

Overall, things have gone about as well as expected. I have cleared the schoolhouse area but failed to break into Le Port. Losses are still fairly light – I have about 25 squads at the end of the date, several of which are walking wounded. Most of the officers are still around, which is a minor miracle considering his SAN of 5. The Germans have about 40 squads left and no doubt more to come, so a very large numerical advantage in the upcoming day turn.

*I elect to buy all infantry. I need the infantry now so they will be in position to launch a decent attack in Day I. Any tanks I buy in Day I will be able to get into action straight away so this strategy maximises my forces on the ground. I managed to snag the HMG with the PzGrenadier company but with my 4 leader rolls only came up with an 8-1, 2 8-0s and a 6+1.*

*In terms of the current strategic situation I am still on the back foot however that the fact that I get to set up second and move first is an advantage in deciding where to fight and where to run. The British have two options on where to attack by either moving in force against Le Port or taking the schoolhouse group and expanding into Benouville. Le Port to me is the best option as it helps open the way for the Day 2 reinforcements, captures the heights and eliminates that pesky sniper. The British also must in my opinion get those ATGs across the bridge.*

*I elected to garrison the schoolhouse and Benouville only lightly and put the bulk of my troops into Le Port. My reinforcements set up with the objective of getting the HMG into the 2<sup>nd</sup> level of the D14 building to cover the approaches to Benouville, the MMGs up to threaten/support the schoolhouse and the mortars onto the slopes west of Benouville where they can pound his guys in the wheatfield. Although my 8-1 should by rights go with the HMG I elected to use him up the front instead with the MMGs as I'm sure David will just avoid the 16 hexes of death extending from the HMG.*

*I skulked well in the first turn just burning time waiting for the tide to turn. David launched an uncharacteristically bold and brutal attack on the Schoolhouse to seize it from me and also pushed toward Le Port. I felt all of his resources should have been put against Le Port but this he did not do and as result struggled to penetrate my defenses there. The rest of the date went pretty much to plan with the Germans holding the British penetration to a toe hold in Le Port and the loss of the Schoolhouse. David did not try to push the ATGs across the bridge, which was a BAD mistake. Due to the awesome British firepower I had moved the MMGs from Y8 to W9 and had only a 4-6-8 in Y8 to stop him, but he didn't really try. I think the Brits should consider using squads to push the guns over the bridge even under fire as then those valuable crews are preserved. Losses were once again low.*

*Key position 1 :- A foxhole + MMG in w9 is protected from fire from the bridge area but is able to interdict nicely attacks up toward Le Port.*

*Key position 2 :- The E16 2<sup>nd</sup> Level and Roof. Not so much because it looks a nice spot to put a HMG but because it can be seen from most places in the British set up area and seriously hampers routing especially from the woods South East of Le Port.*

## DAY I

This is going to be a difficult date, no doubt about it. My troops are outnumbered 2 to 1 and compressed into a set up are about 10 hexes by 7 hexes (and that's triangular rather than rectangular). My basic strategy is simply to defend everything I have, as there is no room to fall back. My assumption is that he will purchase the Panzer IV's and launch his main attack from the south through Benouville to seize back the schoolhouse and cornfield area, while he holds the woods line in front of Le Port. This is because his tanks will be able to maneuver easier and there is better cover for attacking and providing supporting fire.

Due to my inability to push the AT guns across the bridge, I am forced to set them up virtually on the canal bank, one in the Café and the other in AA18. I figure the one in the café can guard the road if his vehicles make a push down it. In the cornfield go extra foxholes and about 10 squads, with another 4 in the schoolhouse complex. On the north side I put about 8 squads in the foxholes and gully, with a few guys in the houses in the middle. I place a small minefield in T15 just to annoy him.

Disaster strikes in the pre-game rolls as he generates a 10-2 for his grenadier company.

The game starts badly. As predicted he has lots of guys in the radius W9-R9-R13 and his initial prep fire largely shatters my men in the schoolhouse who are forced to flee across the road. Mortars and MG's perched on slopes and in Q12 rake the cornfield, while his tanks approach from the A7 area and his 10-2 and HMG head for the Ch<sup>au</sup>. On the north side, the isolated squad in HH14 is broken and taken prisoner without a struggle.

The game continues even more badly. His troops occupy the schoolhouse and pour in heavy fire, supported by the tanks and HMG fire from the upper storeys of the Ch<sup>au</sup>. The cornfield defense is slowly being turned into a mass of broken men crawling from foxhole to foxhole trying to rally, but even rout is made difficult by the fact that I am encircled, with Germans visible both in FF12 (GG12) (a hostile Somua) and the Ch<sup>au</sup>. In the north I am able to hold him off, breaking some of his squads as they expose themselves at the tree line.

Then comes the horror. With most of my men broken and the AT guns out of position, his Hotchkisses surge into the cornfield, causing many squads to be captured or eliminated for failure to rout. I manage to kill one of them in CC with the 10-2 and a squad, but these guys are broken and eliminated as well. A couple of squads crawl across the road under fire into the houses, even as more Germs attack up the canal bank. The AT gun in Z18 rolls a 12 on an intensive fire shot and disappears while the other one is overrun and its crew simply annihilated.

I form a scratch line along row Z, but then two more tanks surge into the middle of my defenses while infantry attack the Z13 corner. More guys including the 9-2 are broken and eliminated for failure to rout. I manage to destroy 3 more tanks, including a Panzer IV, and then the game ends.

It's all too horrible now. The bridgehead is reduced to an area about 16 hexes in size from Z15 to FF17. My forces are reduced to 8 squads and four leaders (2 x -1, 2 x 0), with 3 Brens and a PIAT as their only SW. Moreover, as he has captured the trench in X16 back, my troops are isolated as well. He has by my estimate about 40 squads and two panzers, with more on the way. He has also extended his set up area to TT9 so that the commandos can be interdicted when they enter.

*I was feeling fairly confident coming in to Day 1 and elected to buy only a couple of PzIVs and Pz Grenadiers with a sniper increase and saved a few points for next time. Though the Pz IVs are expensive they still offer the best value of the available choices having a good all round gun (with a full load of ammo), excellent MGs and smoke to boot. There is no doubt the Marders are better value on a gun per gun basis but with infantry the main enemy at this time the Marders can wait. Fortunately I still retained 3 of the French tanks which can be pressed into service as rout cutters and for those deep penetrations into enemy lines while I keep the expensive PzIVs out of harms (PIATs) way. The strength die rolls were quite kind to me as both groups came in full strength with a snakeyes for the PzGrenadiers giving me a delightful 10-2. I also picked up another HMG but alas no Armour Leader.*

*Key position 1:- Hex I16 receives an 8-1 and a HMG (the 8-1 will later be relieved by a 10-2). From here I have the eastern portion of the wheatfield covered back to the road (due to the slope hexside I16/J16) so there will be no safe rally spots for the Brits.*

*Key position 2:- Hex GG12 receives a Somua. Due to his ATGs being out of position this is effectively indestructible and prevents rout from the schoolhouse area toward Le Port.*

*A combination of these two positions and a live Hotchkiss in the midst of his defenses is gonna make life ugly for any broken Brits.*

*Well the above plan looked good and guess what? It worked! I had spread out the rest of my troops to put heavy fire into the schoolhouse, not worrying too much about cover and just let him have it. Focusing my attention on those guys with PIATS I fired and fired some more while the reinforcements including PzIVs dashed on. Due to constant DM, he had little chance to rally and by Turn 3 I was ready to charge; hurling Hotchkisses deep into his defenses and eliminating large numbers of Brits for failure to rout (No walking wounded to come back and haunt me!). Being small size, closed top and staying in motion the French tanks are perfect for this role and entirely expendable. Although I lost 1 to CC the British were severely punished. David did the best he could to draw back toward the Z-row buildings but I threw the Pz IVs at him and he suffered further. Only an heroic stand by a couple of squads (1 a fanatic) in the Z-row saved him. My infantry closed in for the kill but with the game ending in German Turn 6 I couldn't finish him off. In only 3 turns of vicious attacks I had eliminated around 17 squads for the loss of maybe 5. Absolute combined arms mayhem. While I was enjoying myself around the bridge my guys hadn't forgotten the business part of proceedings and conscripts had been digging holes to await the Day 2 commandos. A few foxholes on the TT row and to the North of Le Port were going to make it tough for those guys entering even with a 10-3.*

*I don't want to harp on it but if the ATGs were in good position this British disaster would not have been half as bad. He had no good hexes to put them in within the 3 hex deployment range so HIP or not I knew where they were. The ATGs must be in or near the Wheatfield.*

## **DAY II**

I position my troops in their little bridgehead as best I can. The enemy as expected set up a horde of guys along the crest of the hill (X13-X16) and in Z14, with more troops in the woods line. Around the entry area, Germans are positioned in an arc from TT9 to LL12 and down to JJ16. The two panzers are positioned so that every hex of the entry zone is covered.

In the bridgehead, the airborne are subjected to heavy fire from all sides, led by the 10-2 with two HMG. In two turns, most of the squads are broken with no hex free from enemy fire.

To the north, the commandos move on as quickly as possible. The Sherman rushes forward madly, its only hope for the panzer to miss and then score with bounding fire. The panzer doesn't miss, and the Sherman stops, mortally hurt. The commandos are brought under heavy fire to which they cannot reply effectively due to their short range. Then the 10-3 rolls a 12 on an NMC and is wounded, never to exit.

*As we set up to play Day II I looked across the table and saw the eyes of a man going to the gallows. Fortunately his demise was quick and painless with a dead 10-3 extracting the final breaths from my opponent.*

## **POST GAME COMMENTS**

Paul played a game of total quality. He had played the CG before and it showed, as he had a very good idea of what to do with his defense. I don't think there was any way to better his set up on the first turn, with everything fixed on making the bridge difficult to cross. In the second and third night turns, his focus was on preserving his troops and preventing a breakout into Le Port. Once this was achieved, the bridgehead can be crushed with heavy fire, superior range from the MGs and tanks, and a total British inability to rout.

Could I have done anything better? Undoubtedly yes. In Night III, I could have attacked more aggressively, relying on the fact that any double breaks come back as walking wounded. And also I should have tried to push the AT guns across the bridge. The problem was that the bridge was still dominated by fire lanes (2 x 2FP) making it real tough to just run

across. *(No it wasn't, there was some firepower trained upon it but the MMGs had moved!)* And even at night, 8 morale troops can easily fall to normal or FFMO modified attacks. And double broken officers don't come back!

If I had to play this CG as the Germans, I think I would just do exactly the same as Paul. The only real luck factor was the fact that in the rolls for RG he got every single MMG *(I missed 3!)* and HMG *(true ☺)* he was entitled to. Combined with the fact that they never broke down and he guarded them like gold dust, this ended up being a significant advantage. But overall, with this defense, I would rate the CG at about 80% German. With a more 'conventional' style of play (ie. Germans splitting the defense on both sides of the canal, attacking strongly in Night II) I think the CG probably favours the British. This actually highlights another problem with ASL – the scenario that is balanced at one standard of play but not at a different level. But that's an issue for another time.

*I agree, sort of. I did play this game well. Very rarely do you play a game where the plan works really well and this was one of those.*

*As I mentioned earlier I think the German set up for Night I is about as good as it gets but I don't believe the game is won or lost here. The key date is without doubt Night III. With the influx of quality British troops this is where the British will decide the course of the game. Admittedly David was handicapped by a shorter than average scenario length but he wasn't anywhere near aggressive enough.*

*To win the British must have secure rout paths so they can expand their bridgehead. When David expanded his bridgehead to include the Schoolhouse group he had essentially hung his men out to dry. This position is critical for the British defense but utterly untenable unless its flanks are secure. In other words Le Port must be controlled as well. This doesn't mean all of Le Port must be taken during the night but if the offensive is continued into Dawn this is possible. With Le Port entirely controlled the British need only token forces to defend it as any German counterattack will require the squandering of reinforcement points to shift entry areas and need tanks and men to be effective only to be thrown out again by the commandos on Day II. I believe if Le Port is taken the British have the edge and should win.*

*One of the key (and fairly basic) German strategies is to link the Benouville/Le Port set up areas with entrenchments. This is critical and difficult to prevent but if the British can do it the fall of Le Port is assured. Some commentators have suggested a German evacuation of the playing area followed up by an aggressive attack on Day III (or the latter stages of Day II) will result in a certain German win. I think even though German losses would be minimised in the earlier dates so will the British and the necessary fury and haste of the attack (across open ground essentially) will inevitably leave the German very weak for the Dusk counter attack. If they can't secure the bridge (some mines will help here) then they are doomed.*

*On a tactical level the poor range of the British is a major issue and they should redouble efforts to capture some quality German MG merchandise if at all possible to marry with the good leadership. The other issue is the ATGs. These are going to be crucial and must be brought into position quickly when they arrive and their crews preserved at all costs. David could do neither of these and it definitely contributed to his early demise.*

*One thing about the campaign I really believe is that the initiative is essentially always with the British. They control how it plays and have a lot more ways to lose the game than the Germans who essentially just build up and squeeze. The British must capture the Bridge, hold off a counterattack, capture most of Le Port, hold off the counterattack, get the commandoes off, hold off the counter attack and finally capture most of the board. As a result of this British play is far more demanding. My call is 55% Pro German.*

[ROAR lists it as German: 3 British: 5, but so few results mean little in the way of statistical analysis of balance. Ed.]

*A general comment on the CG is in order. Some believe the Campaign is a bit boring (the old kicking 8-morale guys out of stone buildings syndrome) but I disagree. It is certainly a bit more chess like than Red Barricades (the standard against which all comparisons should be drawn) but there is a genuine ebb and flow in forces if not the ground over which the battle is fought. Both sides have goals to accomplish in each CG date and the extremes of force balance ala KGP do not occur. It is certainly a playable campaign and the fact that the night scenarios are small and relatively simple means brain stress is kept to a minimum.*

*In fact it is a great way to learn (relearn) night rules and even a grizzly old grognard such as myself appreciated this. The Germans have fun because they get to buy troops and plan their offensive while the British have fun because they bear the greater tactical burden and any mistake could be their last. Replay value? Well I don't think it is in the league of Red Barricades. Twice each side would probably be enough (and no doubt exceed the average campaign replay rate anyway!) and best of all this should be achievable in only one lifetime!*

# PEGASUS BRIDGE: Another Story

**British:** Alan Smee

**German:** *Richard Cornwell*

## BRITISH PREGAME COMMENTARY

Unlike other campaigns, PB is a relatively static campaign, with the British having to establish a perimeter and then outlast the German attacks. Of course the more ground taken, the more room there is to fall back, but as the British will generally only have about 20 or so squads, there is little point in defending too great a perimeter.

To a great degree therefore, the campaign comes down to a battle of attrition. The German player receives a total of 26.5 squads at the start and will receive (assuming average depletion) another 57.5 more (total 84!). The German player can therefore afford to sacrifice two German squads for every one British squad (assuming the majority of British losses come back as walking wounded (WW)).

To avoid losses therefore the British player should therefore avoid stacking and ensure rout paths are free and rally areas safe. The British player should only stack two squads with a -2 leader and this should only be done some of the time.

As well as avoiding losses, the British player needs to inflict as many losses as possible. The easiest way of doing this is by multiple morale checks. As soon as a German unit breaks, it should be hit again, again and again, until its dead, dead, dead. Close combat is also worthwhile as the higher value British squads have a significant advantage here.

The British aims in the campaign are firstly to capture the bridge (of course), then the nearby buildings and the X15 grain area, then Le Port and then the Schoolhouse. Capturing Benouville would be good, but is unlikely to be achieved considering the forces at hand. The bridge, nearby buildings and the wheat field are the minimum requirements for the perimeter as without these areas British units will be isolated and subject to ammo shortage. Taking Le Port is important for five reasons:

- 1. It removes some really nasty lines of sight limiting rout. If central Le Port is not taken, rout from Benouville will be difficult. If Eastern Le Port is not taken, then rout becomes difficult even from the wheat field. If the wheat field is lost, then so is the game.
- 2. It secures the open British flank, thus reducing the frontage over which the British player must defend. In later scenarios, the British player will struggle to defend a perimeter extending across the whole of the northern side of Le Port.
- 3. It secures the entry hexes for the reinforcements. The British player will lose the game if the entry hexes are even mildly interdicted by the Germans, particularly for the commando entry.



4. It is part of the area required by the Dusk scenario victory conditions.

5. Once the chapel is taken, the German sniper number will not automatically escalate

Of these, the first is the most important as the British as he cannot afford to lose troops to failure to rout. Of course it is important to firstly defend the bridge, but a British player who only defends the bridge is unlikely to win.

## GERMAN PREGAME COMMENTARY

*There are three ways for the Germans to win this campaign: take the Bridge; stop the commandos; or stop the road from being cleared by the end of the CG. I'm not going to decide which of these to go for until after we have played a few of the scenarios.*

*One thing is clear, however, maintaining a presence in Le Port is absolutely critical for the Germans. This will be one of my highest priorities. Unfortunately it is expensive in CPP to put troops directly into Le Port so keeping the two deployment areas linked would be nice.*

*The other issue is attrition. The British build up to be a powerful force by Dawn, but they then have a long time to hold out, probably just under 30 daylight turns before the Dusk scenario starts. Even losing a few squads per scenario will leave a very small force hanging on at the Bridge at the end. Making attrition more difficult for the Germans is the Walking Wounded rule, which means that many British squads will need to be killed twice. A daunting prospect when faced with 8 morale troops in stone buildings. However, a few close combats that go wrong could hurt the paras pretty badly in the long run. Well placed Germans in the water tower and the hospital may make it difficult for the Brits to rout at times. Armor may also be useful for cutting rout paths.*

*It may be possible to keep some of the pressure off Le Port by threatening the bridge from Benouville. The British have the disadvantage that a breakthrough in this area can be immediately fatal. This forces them to react to German threats to the bridge. There is no such pressure point for the Germans to be worried about.*

*One of the interesting choices for the Germans is the choice between purchasing a few really good tanks (PzIVs) or lots of cheap tank destroyers, assault guns and ex-French tanks. I guess I'll work that one out later. I'm sure that Alan will be extremely methodical and not take unnecessary risks. I think that this campaign could go right down to the wire.*

## BRITISH NIGHT 1 STRATEGY

For this scenario, the strategy is simple. Grab the bridge, kill Germans and don't lose too much yourself. Nuf said.  
{Doesn't come much more straight forward than this. Ed.}

## GERMAN NIGHT 1 STRATEGY

*My objective for the first two night scenarios is to try and control a strategic location within two hexes of the bridge exit hex. This has the effect of isolating any Brits on my side of the canal. There is the further benefit that it would force the powerful Night III reinforcements to cross the bridge, costing them a lot of time, and perhaps casualties.*

*My rolls for the starting forces were pretty average. The bridge garrison gets only one leader but does get an MMG and two LMGs. The other infantry get no HMGs but do get the full complement of MMGs and LMGs. Two -1 leaders are useful too. The tin cans get an 8-1 armour leader. That will make his 47mm gun even scarier!*

*My garrison set up concentrates the three trenches and wire and three squads in the grain on the hill near the bridge. Going uphill into grain at night costs 4MF so any advancing in makes the enemy CX. Together with the wire this is about as good as CC is ever going to get for these poor conscripts with a -2 on my CC rolls and +2 on his. The downside of this set-up is that I give the British a nice defensive position near the bridge for the later battles.*

*However, it wouldn't cost too many FPPs to cover the grain with foxholes so I'm probably not giving up too much. The 50L AT gun is sacrificed here. It is too hard to defend.*

*I'm not expecting too many of this garrison to survive but I'm hoping to inflict some losses in CC.*

*The British are under a lot of time pressure for this scenario. They only expect to get 6 turns and there around a 30% chance of it going only 5 turns. After allowing one turn for landing this means that they may have only 4 turns to cross the bridge and clear the surrounding area. It would be a brave Brit who relied on having 6 turns to clear the area.*

*Depending on what happens in the first scenario I will think about counter attacking in the second scenario. Perhaps some riders mounted on the tanks may be able to dash across the bridge if Alan overextends.*

## **BRITISH NIGHT 1 REPORT**

The tow ropes release and the gliders slip gently to earth. Unfortunately the landing is not so gentle. One glider deep-sixes and crashes, Killing everybody inside!! Thankfully Mr 9-2 is not inside, but losing two and a half squads is a bit of a blow. After this initial setback, things go reasonable well and I lose few casualties and capture a couple of houses on the far side of the bridge.

Richard places all his force on the far side (a good tactic), forcing me to do a runner across the bridge. Superior morale and leadership sees me through. Unfortunately I am not able to gain a non-isolated bridgehead as Richard cleverly placed three trenches with wire on top in hexes X15, X16 and W16. *{The X16 defense again. Ed.}* I am not able to dislodge the conscripts camped there due to the concealment and the reverse slope effect of the hedge. I decide not to put my troops into close combat on the wire as I can't afford to trade 6-4-8's for conscripts on a one-for-one basis. Unfortunately the scenario ends on the first turn possible.

## **GERMAN NIGHT 1 REPORT**

*This was pretty short and sweet. One glider crashed and killed two and a half 458 squads and two 8-0 leaders. The 50L gun crew somehow managed to ambush its attackers and led a couple of squads a merry chase for the rest of the scenario.*

*The rest of the paras swept across the bridge, disposing of the bridge guards with some good fire directed by Major Howard. The 9-1 got wounded but there were no other losses. They captured the buildings near the bridge but wouldn't take on the trench complex. The scenario finished on the first dice roll with the British over the bridge but isolated. The German gun crew died trying to escape across the bridge.*

## **BRITISH NIGHT 2 STRATEGY**

My main aim in this scenario was to grab the trench complex and try to expand my bridgehead if possible. I don't want to push too hard so as to become overextended, nor take heavy casualties. CC should again be avoided.

## **GERMAN NIGHT 2 STRATEGY**

*See Night 1 Strategy.*

## **BRITISH NIGHT 2 REPORT**

The scenario starts OK with me capturing a couple more houses and making some ground. Unfortunately things then all go wrong as a few units break. The NVR the drops to zero and I get no starshells! Richard then manages to get a squad across the far side and capture a house! I realise that I should have kept a unit with a Piat in Y18 to prevent both MMCs and vehicles from doing this. I should also have used my mortar for IR rounds.

The annoying thing with Richard having a unit on his side of the bridge is that it forces my reinforcements for the next scenario to set up about a turns movement further back. This is a real pain as I want to make the most of the early scenarios to do as much as I can while I still have an advantage. Clearly in this scenario the British need to be reasonably conservative and simply hang on to any buildings they have.

Thankfully the scenario ends on the first turn possible.



## GERMAN NIGHT 2 REPORT

*Another scenario ended on the first possible turn as the British were under extreme pressure. The German counterattack took a while to get going as I didn't want to press too hard. The 447s are very fragile compared to the 648s. Alan cleared the remaining buildings near the bridge and then started to try to reduce the trench complex by moving the 9-2 and two 648s up to level one of one of the buildings.*

*On the German turn 5 the Brits suffered a complete illumination failure and I was able to slip a squad over the bridge and capture the building next to it. The scenario then ended, saving Alan.*

*Two and a half British squads were permanently eliminated. One was killed with a snakes on an 8 flat attack, another in CC and a half squad was eliminated on an escape roll.*

*I sent some squads off to try and dig some foxholes in order to provide a link between the two set up areas well away from the bridge. Unfortunately they proved to be poor diggers and I only got one foxhole dug.*

*The guys over the bridge have a short life expectancy but the likely losses in the next scenario are worth the delay imposed on the reinforcements.*

## BRITISH NIGHT 3 STRATEGY

This is the Brits best chance of making ground, given the large reinforcements gained and I intend to make the very most of it. I can afford to be reasonably aggressive given the night LVR hindrance. I intend to concentrate on Le Port and to push only gently to Benouville.

## GERMAN NIGHT 3 STRATEGY

*The key decision before set up was to abandon the trench complex. It just looked to be too hard to hold against the very large numbers of British reinforcements. I thought that I would lose the garrison for little reward. So I left a bunch of dummies in there and pulled back to the Town Hall.*

## BRITISH NIGHT 3 REPORT

Things start coming together as my units surge across the bridge and into Le Port. I capture Richard's trenches and about 40% of Le Port. I take only 1.5 permanent casualties, but one of my 9-2's gets sniped. The full casualty was in close combat from a hidden German squad.

Two German tanks go, but two still exist. Again the game ends on turn 5!!! I was about to get myself a German MMG and kill a German 9-1. If the game had gone for another couple of turns I would have generated significantly more casualties and captured a number of weapons, what a pain.

It is of some concern to me that I have not eliminated many Germans. At the end of the scenario the Germans have 17 squads, but they will be getting about 30 more over the next two scenarios plus AFVs whereas I have only a few more squads, a number which can now only go down. The Germans are also accumulating a significant number of MGs. The squads are dying, but unfortunately the MGs are not! Finally the Germans have three -1 leaders. Admittedly my troops have 50% greater firepower and better morale, but I can only afford to permanently lose one or two squads per scenario. I am concerned that the steady attrition could lead me to be overwhelmed in the Day 3 scenario.

## GERMAN NIGHT 3 REPORT

*The bridge garrison started the scenario with 18 648s two or three hexes away. The guards actually survived the -2 modified attacks but went down to infantry smoke and advancing fire. The attack was slowed down a bit.*

*The paras surged across the Bridge and pushed up into Le Port. The force disparity was such that they advanced only a bit more slowly than if they were unopposed. The one bright spot in the scenario was Major Taylor getting killed by the sniper. My defenses in Le Port were badly stretched and the early end of the game saved me from total collapse. The*

*end of the game featured a long CC with a HIP squad joining in with another squad on an ambush of a 648 down in the corner of the village. Eventually the 648 was eliminated, but one of my squads died escaping from the now untenable location. My Somua with the armour leader was recalled when its MA disabled.*

*I sent a couple of HS and a squad out on digging duties again, and again only managed to dig one foxhole. An interesting skirmish occurred when Alan sent a squad and a leader up to disrupt the digging. I counterattacked with one of the H35's thinking the squad had an LMG, not the PIAT that it actually had! Scratch one tank. I did manage to get some infantry across and break these men. At the end of the game a CX conscript jumped on the broken guys, but only managed to kill a HS. The 9-1 got away. Two more British HS that would have been Walking Wounded do not come back because of the FRD section in the WW rules.*

*All in all, the night scenarios have gone reasonably well for the Germans. The glider crash was a major blow to Alan as it forced him to be pretty conservative for the first two scenarios. The early ends to the Night I and Night III scenarios really helped me, but the early finish of Night II was a saver for Alan. I still own over half of Le Port and Alan has only a small bridgehead on the Benouville side, so positionally things are looking OK.*

*I have about 17 squads and two tanks left. 7? British squads and 4 leaders have been eliminated. Dawn should see a rough equality between the sides so I expect the lines to stabilise although the Brits will probably make a bit more ground in Le Port. Hopefully I will be able to link the two set-up areas as well.*

## **BRITISH DAWN STRATEGY**

The night disappears to reveal a dawn low visibility hindrance. This scenario is the last decent chance I will get to attack so I decide to make the most of it. I set up boldly with the intention of increasing my hold on Le Port. I also hope to prevent Richard from linking his forces. One annoying thing about my delayed progress is that this is the first scenario in which I have been able to use my FP's usefully. This is because FP's cannot be accumulated and cannot be placed in isolated locations.

## **GERMAN DAWN STRATEGY**

***German Purchases - Panzer Grenadier Company (with Entry at Le Port), Panzer Grenadier Platoon, 15FPP***

*I purchased a company of troops to enter at Le Port and stabilise the position there; another platoon enters in Benouville to shore up the defenses there. The dice are kind to me as my PzGr company comes with a 9-2 leader and an HMG. I used 10FPP to raise the sniper back up to 3. The other five points went on five foxholes to expand my set up areas and come closer to linking up my deployment areas. A MMG and 8-1 leader set up in an irrigation ditch by the canal to try and stop the AT guns from being pushed over the bridge.*

## **BRITISH DAWN RESULT**

The attack starts slowly as I suffer some double breaks whilst trying to get through the chokepoints of GG12 and HH11. These hexes provide the only covered route through the village, something of vital importance as I wish to avoid K's, KIA's and failures to rout. I also lose **another** 9-2 to a sniper, however one of my 9-1 goes heroic to replace it. With this loss I feel that I have enough, but not an excessive amount of leaders. Why did I even bother taking the steeples when it doesn't appear to have reduced his sniper's effectiveness!!? To make things worse, Richard brings on reinforcements at Le Port including the dreaded combination of a 9-2 and HMG.

From about turn three however Richard just doesn't seem to have any luck as one after another thing goes wrong. One squad goes berserk, two squads role 12's and my sniper takes out an 8-1. At the 4.5 turn point, Richard has suffered 6.5 squads lost, while I've only lost 2.5 that will return as walking wounded. The 4-4-7's just don't have the bottle to maintain sustained combat as they ELR easily to conscripts.

Things get even worse for Richard....In a single turn I break his 9-2 stack, then I ambush and kill an adjacent German squad, infiltrate and pick up the lonely HMG (in the next rally phase). To add insult to injury, I dismantle the HMG in the next defensive fire phase to allow for the need to voluntarily break the unit should recapture be likely. The German leadership suffers a temporary ELR drop at this point. Capturing the HMG is of vital importance as it gives me the long range firepower I so desperately lack. It is handy as it is quite likely that the Germans will not receive another HMG.

At the start of turn 6, Richard is in a perilous state. Again the scenario ends at the earliest point possible on turn six. Aaaaaaaaaaargh! I feel by now that I should have kicked him completely out of Le Port, but instead I've been robbed by the clock yet again. Despite this annoyance, at the end of the scenario Richard has still taken a hammering losing 12 German squads to only two permanent British ones.

## GERMAN DAWN REPORT

*The first couple of turns saw my reinforcements come on board and Alan start to try to push forward in Le Port. My AT gun interdiction force got off to a poor start when the British sniper picked out the 8-1 leader and the MMG crew broke. Oh well, the best laid plans!*

*The fighting in Buville was pretty much just a rather half hearted firefight between my small forces and his tucked away in foxholes in the grainfield. A couple of conscript squads busily dug foxholes to complete the linkage between my set up areas.*

*Most of the subsequent fighting was in Le Port. The +1 LV hindrance for Dawn made it tough to hurt people in stone buildings. Things went pretty well for a while. My reinforcements arrived and stopped Alan's advance. The 9-2 and HMG set up in a nice position on a Level 1 building hex, and exchanged fire with Alan's 10-2 in the Café. It got an 8-3 shot at a gun being pushed across the bridge with a LOS that Alan had missed. Unfortunately it only broke the crew.*

*Gradually, however, the weight of fire and numbers started to push me back and my position started to disintegrate. The 9-2 position crumbled on an 8+4 advancing fire attack. One highlight for me was my sniper taking out a 9-2 leader.*

*The scenario stopped early (again), and saved me from getting beaten up even more. I lost around 8 squads and a leader. Alan lost 2.5 squads permanently, and a leader. A couple more squads come back as Walking Wounded.*

*Basically the scenario unfolded as I thought it would. Alan gained some ground in Le Port, but kept to his position in Benouville. I suffered a few more casualties than I hoped, and losing the HMG will be nuisance, it gives him more range than anything he had before. The AT guns are across the bridge. I will need to hunt them down.*

*Things seem fairly balanced at the moment. I need to kill more paras permanently to achieve my goal of overwhelming superiority for Day III. I can buy some tanks and more infantry for the next scenario and clearly move onto the offensive. I'll see what things look like at the end of Day I before I decide what to do about the Commandos.*

## BRITISH DAY 1, STRATEGY

Although Richard feels despondent at the casualties he has taken (ten to one in permanent squad losses), the German position improves significantly because of the following reasons:

1. The German significantly improves in quality, with 4-4-7's and 4-3-6's being replaced with 4-6-7's and 4-6-8's. The German leadership is also tends to improve. Richards is currently as good as mine, (which doesn't really seem right)!
- 2. As the number of British WW increases, British losses will accelerate. Eliminated WW don't come back and can't rout far with 3 only MPs.
3. The long range firepower of the Germans has the effect of dividing the board into at least two areas, restricting my ability to transfer troops on interior lines.
4. In the last scenario Richard has managed to link his perimeter, giving him the freedom to set up his troops wherever he desires.
5. The impact of German vehicles is significant. Whilst the British player gets the wonderful 6-pounders, they have only limited mobility and can only cover a portion of the battlefield. Sitting and getting pounded by MK IV's is not an appealing prospect.

I would like to expand my perimeter further, but realistically I will be fighting for what I have. I also need to make sure that Richard is not able to make things impossible for the commandos in the next scenario by restricting his firing points in the vicinity of the bridge. The removal of the night/dawn hindrances will also make IFT firepower more deadly, with an increased probability of K's and KIA's (not good for me) and greater casualties on both sides.

The balance of forces is likely to tip towards the Germans as I can expect my 24 valiant British squads to be faced by about 41 German squads, plus a number of bonus vehicles. Additionally, I get to set up first and move second, never a good thing. If only I had a few ANZAC troops...

I get to setup first and decide to hide my hand to some extent. I set up two HIP squads in Le Port, as well as both of my -2 leaders. I am hoping that Richard will countermove by setting up reduced forces in Le Port as a result. My plan is to attack in Le Port, whilst holding my positions in the wheatfield. I put no units in the Schoolhouse as there is simply no where to rout.

## GERMAN DAY 1 STRATEGY

**German Purchases - - Panzer Grenadier Company, Panzer Grenadier Platoon, Medium Tank Platoon (PzIVH)**

*I need more infantry, so buy a company and platoon. The PzIVs are expensive but the best all round value, with smoke, a closed top, decent armour and MGs. The rolls are fairly kind, no unit is depleted and I get three 8-1 leaders and an HMG to replace the lost one. The Germans now have 40 squads albeit some of them are pretty useless conscripts.*

*My plan obviously depends on Alan's set-up, but it will certainly include a big attack from Benouville with the reinforcements. Le Port is still a cause for concern, I need to at least hold on to what I've got there. Hopefully Alan will have to reduce his forces there to guard against my reinforcements.*

## BRITISH DAY 1 RESULT

The plan works better than I had hoped as Richard sets up only 7 squads in Le Port and another 6 squads attempt to flank Le Port. My HIP squads work like a dream, killing two German squads in CC and giving me great local superiority. Richard's ELR takes a temporary drop at this point. and his flanking move makes little permanent progress.

On the wheatfield side of the map I manage to hold onto most of my gains, although a stack of MGs set up 12 hexes away along the riverbank gives me some trouble in the Café I find that the 1<sup>st</sup> level of GG9 is a great spot to put my German HMG and LMG as it enfilades a complete hexrow through the wheatfield. I have a lot of breaks in the wheatfield due to his many squads and tanks, but manage to rally most of them and keep the important ground. One of my AT gun crews breaks, the other has no targets and does zip all.

Worse however, whilst taking interdiction when fleeing from Western Le Port, Richard's 9-2 battle hardens and becomes heroic, thereby giving him a 10-3 leader for the next scenario! There I was about to kill the scumbag and instead he gets a promotion!! This is quite a scary development.

At the end of the game I have kicked Richard entirely out of the main part of Le Port and divided his forces into two groups. Unfortunately I don't manage to capture the whole of the woods line.

At the end of the day I have lost 6 squads (3 permanent), while the Germans have lost 10 squads, a leader, a French tank and a few MGs. I lose only one LMG, but manage to gain a German MMG and two -1 leaders. Strategically it is a British victory, however the losses are heavier than I would have liked. I now have only 21 squads, 6 of whom are WW. The Germans however have 31 squads and will receive over the next couple of scenarios another 27 (on average) more, as well as further armoured units. Whilst I will get the commandos in the next scenario, the Day III Scenario could be difficult if I lose many more squads. Day III could quite easily see me having 18 squads, perhaps half of then WW facing more than 45 German squads, not an enticing prospect.

The campaign appears fairly evenly balanced as we go into the last three scenarios.....

## GERMAN DAY 1 RESULT

*The day unfolds in an interesting fashion. A key event happens early on, when Alan proves to have HIPped 2 squads in GG8. These jumped on two 467s in GG7 and eventually killed them both after a long melee. I pumped some big FP attacks into the melee, but he still ended up prevailing. This early loss tilted the balance against me in Le Port, where I eventually got pushed out of the stables by a combination of superior numbers and 2 –2 leaders. The threat of CC forced me to voluntarily break units and fall back. Eventually I was pushed out of the Stables, and my forces split in two.*

*At on stage disaster threatened the force in Le Port, the 9-2 was broken and my MMGs vulnerable to being overwhelmed. The 9-2 had to risk interdiction, rolled snakes and battle hardened to a 10-2 and became heroic. He turns into a 10-3 for next time.*

*Over in Benouville, there is Vauban-like seige work as my guys dig foxholes to link up with the British foxholes in the wheatfield. This ensures that captured foxholes aren't isolated. Towards the end of the day I inflicted some permanent casualties on the British. If I can bloody him a bit more than Day III might be interesting. The campaign is still in the balance.*

**TO BE CONTINUED....**

## PB Micro-CAMPAIGN GAME III: SEIZING THE BRIDGE

**CG LENGTH:** A CG scenario is played for two CG Dates in this CG (Night I & Night II )

**CG PLAY AREA:** Only the area inside (inclusive) the area U11 -DD11 - DD24 - U24 is in play.

**CG VICTORY CONDITIONS:** The Germans win at any CG Scenario End if they Control Pegasus Bridge (SSR PB4), *or* if they have a Good Order German MMC  $\leq 3$  hexes from the bridge at CG End.

**INITIAL-SCENARIO SETUP SEQUENCE:** German sets up first; British moves first.

### INITIAL GERMAN OB:

**Elements of Grenadier Regiment 736, Infanterie Division 716 [ELR: See SSR PB12]** setup within 4 hexes of Y19 (see SSR I-2): {SAN:2}

RG: Garrison Pltn (Full)	50L AT	1+3+5 Pillbox
RG: Garrison Pltn (Depleted)	1-2-7	Trench (x3)
Wire (x3)		

**Elements of the Fallschirmjäger Regiment 6 (Ind.) [ELR: 4]** enter Uncloaked on Turn 3 with all Personnel as Passengers, on hex DD12, having expended 18 MP (see SSR I-6):

2-3-8, 8-1 Kfz 1 (no AAMG)

### GERMAN REINFORCEMENTS FOR NIGHT II

**Elements of PanzerPionier Kompanie 1** enter within 3 hexes of DD14:

**RG:** PzPionier Coy (Full)

**RG:** Lt Tank Pltn II (Roll as per Q9.6181)

### INITIAL BRITISH OB:

**Elements of Companies B and D, 2nd Oxfordshire and Buckinghamshire Light Infantry [ELR: See SSR PB12]** enter by Glider (E9) on Turn I (see SSR I-3 and I-4): {SAN: 2}

6-4-8 (x3)                      4-5-8 (x3)    2-4-8 (x3)

9-2                              8-1                      8-0 (x2)

LMG (x2)                      PIAT (x3)

51 MTR (airborne) Glider (x3)

**BRITISH REINFORCEMENTS FOR NIGHT II:** May set up in any non-Isolated British Setup Area. If the British are unable to set up on-map (due to no eligible non-Isolated Setup Areas), hex Y24 becomes an Eligible Entry Hex.

6-4-8, 4-5-8, 2-4-8, 7-0, LMG, 10 FPP

*These units are elements of the Ox and Bucks (see PB SSR 14).*

### **SCENARIO SPECIAL RULES:**

*The following SSR apply during the Initial Scenario*

**I-1)** There is no Wind Change DR made during the first RPh. Night Rules are in effect (CG SSR4). See PB SSR.

**I-2)** All German Infantry units must set up in building/Gun/Fortification Locations with  $\leq 1$  MMC per Location. The pillbox must be set up in Z21 (CA: Y22/Z22); no Wire counters may be set up in a paved-road/bridge hex. No Fortification/Gun may set up HIP. The 50L AT and 1-2-7 crew must set up in hex X20, the Gun is Emplaced but is unpossessed at start.

**I-3)** All initial ILH (E8.2) must be east of the canal,  $\leq 2$  hexes from at least one other initial ILH.

**I-4)** Each glider must contain one 2-4-8.

**I-5)** During the British Player Turn 1, the German player may conduct only TPBF attacks. Only German leaders may fire starshells; the hex containing a leader that is attempting starshell placement need not be disclosed unless that attempt is successful.

**I-6)** When there are no Passengers in the Kfz 1, it is marked with an Abandoned counter; when so marked it may neither move nor change CA.

*The following SSR apply during the Night II Scenario*

**II-1)** If any German tank is destroyed, the German player must take a Task Check based upon the highest remaining AFV crew morale. If the TC is failed, the remaining mobile German tanks are Recalled.

## Obituary:

### Major John Howard

John Howard was born in Camden Town on December 8 1912, the eldest of nine children. His father was a cooper, and as the eldest child, John had to give up some of his time to looking after the younger members of his family. However, he managed to join the Boy Scouts. Although he won a scholarship which would have taken him on to further education, he had to leave school at 14 to work as a stockbroker's runner, but he continued his education by attending evening classes until the firm collapsed in 1931.

As jobs were hard to find, he then enlisted in the King's Shropshire Light Infantry, where he was successful at swimming, boxing and cross country running, and rose to the rank of sergeant. At the end of his military engagement in 1938 he joined the City of Oxford police, but in 1939 he was recalled to the KSLI, was promoted rapidly and became Acting Regimental Sergeant Major.

He was then selected for officer training, and after the OCTU, was commissioned into the Oxford and Buckinghamshire Light Infantry. When the War Office announced that the Second Battalion of the Oxford and Bucks was to be converted to a glider-borne unit, he volunteered, although it meant dropping a rank from captain to lieutenant. However, he was soon promoted to major in command of D company, the company assigned to capture the Benouville bridges.

Two months after that mission, when on leave in England, Howard was badly injured when the jeep he was driving was hit by a queue-jumping truck approaching an American convoy. His right hip and both his legs were smashed, and he was invalided out of the Army.

After the war, he worked briefly with National Savings, and then for the Ministry of Agriculture, working first in Nottingham, then as Divisional Executive Officer covering Cornwall and the Isles of Sicily: "It's a quiet life", he said, "but it suits me. I have to do quite a bit of travelling around in the open air."

In 1962, Howard's role in the war was made famous in the film *The Longest Day*, in which he was portrayed by the actor Richard Todd.

He returned regularly to Benouville on the anniversary of D-Day to lay a wreath at the site where the gliders landed and to host a dinner for his men. He was present in 1995 when a bust representing him was unveiled there. Reflecting in old age on the events of 1944, Howard remarked: "We were given a job to do on the day and we did it. We were very proud to do that job and if I held that bridge as long as I did, well, I bloody well did it because it was my job." In addition to his DSO he was also awarded the Croix de Guerre with Palme.

John Howard was a strong character, always extremely energetic, and a keen gardener. He was in constant demand as a speaker. He married, in 1939, Joy Bromley, who predeceased him. They had a son and a daughter. He passed away on May 7<sup>th</sup>, 1999.



# MUSEE DES BLINDES

## by Alan Smee

There I was sitting in my youth hostel North of Paris sleepily reading my Loire valley Michelin Guide wondering which Ch'au I should be visiting. Suddenly whilst flicking through the guide my eyes strayed across a reference to the "Musee Des Char". Instantly I became awake. I couldn't believe it, there in the town of Saumur (Samur to us) was the main French tank museum! The town also has a cavalry museum, which I disappointingly did not have time to visit.

The next day I started early in the drive south. After getting stuck in a traffic jam and then getting lost trying to avoid it in Paris, I headed south. Samur is about 3 hours south-west of Paris by car (probably quicker by train). The tank museum itself is not easy to find. The best option is to first find the tourist information office and then follow the signs. Unfortunately the French are somewhat challenged when it comes to sign posting and so it took me quite a while to find both the tourist office and the museum.

Once I got there however, the trip was certainly worthwhile (although my visit was constrained by the need to make a rendezvous with my sister later on). The museum in particular has a good selection of French (no surprise there) and Italian tanks. Most of the common German WWII tanks are featured including a King Tiger. The museum also has a KV-1 and T34/85 (obtained in the post-war years from the Soviets when France under De Gaulle decided to go it alone). Finally, there was a Mk V Panzer ammunition carrier. This vehicle had a Panther chassis and hull and had been enlarged to transport ammunition. Armed with only a BMG it seemed to me a perfectly good waste of a Panther, but there you go.

Probably the most interesting part of the display was a number of Post-WWII tanks built by non-Warsaw pact nations. These were built in response to the Russian super-tanks such as the IS3. These tanks were in the words of Daryl Eastlake, HUGE. They literally dwarfed the King Tiger. These super-tanks were only around for five years or so, when the operational difficulties of using these tanks became obvious.

As well as tanks the museum had a number of other interesting items including a German swimwagen and various AT guns. All in all I would recommend the museum to anyone intending to travel in the area. While not as extensive as Bovington UK, it still has an excellent collection. It also has the advantage that there are many other historical attractions in the area, particularly the many famous Châteaux. This may help as a positive modifier for that vital spousal TC!

For the French reading and Net-able try; <http://www.musee-des-blindes.asso.fr/> for a visit to this Museum. Also try; <http://www.cs.net/panzer/links/museumlinks.htm> for a directory of Armour Museums around the world.